

### AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application.

### LISTING OF CLAIMS

1. (currently amended) A game system comprising at least one flexible wire operable to be folded and shaped so as to represent a [figure] word, phrase, clause or a clue regarding the same, wherein at least one person tries to guess the [figure] word, phrase, clause or clue into which [said] the flexible wire has been shaped.

2. (currently amended) [A] The game according to system set forth in claim 1, further including a plurality of cards, [said] the cards having [a picture] pictorial or textual data disposed thereon ~~said-card~~, wherein [said] the flexible wire is folded and shaped so as to represent [said picture] the pictorial or textual data so disposed ~~on said-card~~.

3. (currently amended) [A] The game according to system set forth in claim 2, wherein [said] the flexible wire includes a plurality of flexible wires.

4. (currently amended) [A] The game according to system set forth in claim 3, wherein [said] the plurality of flexible wires is each are colored differently from one another.

5. (currently amended) [A] The game according to system set forth in claim 2, wherein [said] the cards comprise various categories.

6. (currently amended) [A] The game according to system set forth in claim 5, wherein [said] the categories include at least one of food, places, things and hobbies.

7. (currently amended) [A] The game according to system set forth in claim 5, wherein [said] the categories are divided into a plurality of difficulty levels.

8. (currently amended) A game system comprising:
- a plurality of cards having [a picture] pictorial or textual data disposed thereon  
~~said cards~~;
- a flexible wire capable of being folded and shaped so as to represent either [said  
picture] the pictorial or textual data ~~disposed on said card~~ or a clue referring to ~~said picture or~~  
~~text~~ the data ~~disposed on said card~~;
- a timer for limiting the amount of time a person has to guess an object represented  
by [said] the flexible wire; and
- a point system.
9. (currently amended) [A] ~~The game according to~~ system set forth in claim 8,  
wherein [said] the cards include various categories.
10. (currently amended) [A] ~~The game according to~~ system set forth in claim 8,  
wherein [said] in the point system, points are awarded to a team that guesses ~~said object~~ the  
word, phrase or clause on [said] the card.
11. (currently amended) [A] ~~The game according to~~ system set forth in claim 8,  
further comprising a board having a path defined by a plurality of spaces, wherein [said] the  
point system comprises a numbered spinner, which comprises a pointer and a plurality of  
numbers arranged along a surface of ~~said numbered~~ the spinner, wherein ~~said numbered~~ the  
spinner is spun [so] such that [said] the pointer points to a single number of [said] the plurality of  
numbers, [said] the single number representing the number of [said] the plurality of spaces a  
team can move along [said] the path if [said picture] the pictorial or textual data disposed on  
[said] the card is determined prior to [said] elapsing of the timer [concluding].

12. (currently amended) A method of playing a game comprising the steps of:  
providing a flexible wire;  
folding and shaping [said] the flexible wire so as to represent a [figure] word,  
phrase, clause or a clue regarding the same; and  
trying to guess ~~said figure~~ the word, phrase, clause or clue represented by [said]  
the flexible wire.

13. (currently amended) The method ~~of playing a game according to~~ set forth in  
claim 12, wherein a game participant's body language cannot be used while folding and shaping  
[said] the flexible wire unless [said] the body language is used to express movement of ~~said~~  
~~figure~~ the word, phrase, clause or clue that [said] the flexible wire represents.

14. (currently amended) The method ~~of playing a game according to~~ set forth in  
claim 12, wherein a game participant's body language cannot be used except for folding and  
shaping [said] the flexible wire.

15. (currently amended) The method ~~of playing a game according to~~ set forth in  
claim 12, further including the steps of:

providing a plurality of cards, [said] the cards having [a picture] pictorial or  
textual data disposed ~~thereon~~ said ~~cards~~;

wherein [said] the flexible wire is folded and shaped so as to represent [said  
picture] the pictorial or textual data disposed on [said] the card or a clue referring to ~~said picture~~  
~~or text disposed on said card~~ the data.

16. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, further comprising the step of awarding points if [said] the step of guessing ~~said figure~~ the word, phrase, clause or clue represented by [said] the flexible wire is achieved.

17. (currently amended) The method ~~of playing a game according to~~ set forth in claim 16, comprising the steps of providing a timer for limiting the time a team has to guess ~~said figure~~ the word, phrase, clause or clue represented by [said] the flexible wire and a board, [said] the board having a path divided into a plurality of spaces wherein [said] the step of awarding points comprises providing a numbered spinner which [comprises] includes a pointer and a plurality of numbers arranged along a surface of ~~said-numbered~~ the spinner, wherein ~~said-numbered~~ the spinner is spun [so] such that [said] the pointer points to a single number of [said] the plurality of numbers, [said] the single number representing the number of [said] the plurality of spaces a team can move along [said] the path if [said picture] the pictorial or textual data disposed on [said] the card is determined prior to [said] elapsing of the timer [concluding].

18. (currently amended) The method ~~of playing a game according to~~ set forth in claim 16, wherein [said] the step of awarding points comprises awarding one point for a single word, two points for a compound word, three points for a two-word answer and five points for a super bonus card.

19. (currently amended) [A] The method ~~of playing a game according to~~ set forth in claim 16, wherein [said] the plurality of cards are divided into various difficulty levels, wherein [said] the step of awarding points comprises awarding points based on [said] the difficulty levels of [said] the cards.

20. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, wherein [said] the plurality of cards comprises various categories.

21. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, comprising a step of providing a timer, wherein [said] the timer limits the amount of time for [said] the step of trying to guess ~~said figure~~ the word, phrase, clause or clue represented by [said] the flexible wire.

22. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, wherein the game participant's body language cannot be used while folding and shaping [said] the flexible wire unless [said] such body language is used to express movement of ~~said figure~~ the word, phrase, clause or clue that [said] the flexible wire represents.

23. (currently amended) The method ~~of playing a game according to~~ set forth in claim 15, wherein the game participant's body language cannot be used except for folding and shaping [said] the flexible wire.

24. (currently amended) A method of playing an educational and therapeutic game comprising the steps of:

providing a plurality of cards, each card having [a picture] pictorial or textual data disposed thereon ~~said cards~~; and

providing a flexible wire operable to be folded into shapes to represent a [figure] word, phrase, clause or clue regarding the same, wherein at least one [person] player chooses from [said] the plurality of cards and then tries to shape and fold [said] the flexible wire to represent [said picture of] the pictorial or textual data disposed on [said] the card.

25. (currently amended) The method of ~~playing an educational and therapeutic game~~ according to set forth in claim 24, wherein [said] the cards are divided into various levels of difficulty.

26. (currently amended) A method of playing an educational and therapeutic game comprising: a flexible wire wherein an instructor folds and shapes [said] the flexible wire to represent an object and at [lease] least one patient tries to guess [said] the object represented by [said] the flexible wire.